

Amendments to the Specification:

Please replace the paragraph beginning at page 1, line 4 with the following amended paragraph:

A₁ A computer graphics illustration can be created using a computer graphics application program. The computer graphics illustration can include ~~[[of]]~~ several objects which in turn can be arranged in one or more layers. Each object is delimited by a border and has its own color. Intersections between objects located in different layers in the computer graphics illustration define atomic regions.

Please replace the paragraph beginning at page 1, line 9 with the following amended paragraph:

A₂ The computer graphics illustration can be divided up into ~~region~~ regions that are independent of the objects and the atomic regions. A region can include a part of an object, or several objects, depending on the size of the region. A region can further be tiled, that is, subdivided into portions (that is, tiles) that are independent of the objects or atomic regions within a given region of the computer graphics illustration. A tile has a closed boundary and can have any geometrical shape or size.

Please replace the abstract at page 26 with the following amended abstract:

A₃ Methods and apparatus, including computer program products, implementing and using techniques for processing a computer graphics illustration, the computer graphics illustration having overlapping objects. At least a region of the computer graphics illustration is broken up into tiles ~~having overlapping boundaries~~, without regard to the overlapping objects. The objects in each tile are ~~planarized~~ processed to create ~~flattened~~ vector output representing the tiled region of the computer graphics illustration. In one implementation, the boundaries of the tiles overlap. In an alternative implementation, the tiles are adjacent. In the latter implementation, information

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A3 . is obtained about physical pixel boundaries in an output device space, and each tile includes only pixels of the output device space that are wholly within the tile.
